Tricks and Scoring

Pull off some tight tricks and earn points for what you did and how well you did it. Individual tricks are scored by complexity, with bonuses for adding some extra style. Spins, tweaks, distance, and air all add up to bigger scores.

Trick Guide

Need a little knowledge? Select TRICK GUIDE via the pause menu and pick a trick from the list. Get a full description, a 3D demo, and tips on how to pull it off.

Trick Analyzer

The Trick Analyzer shows you what you're actually doing, as opposed to what you meant to do. Once the trick's done—regardless of passing or failing—the Trick Analyzer overlays the Flickit input required for the trick over a real-time image of how you moved the controls. Toggle it ON/OFF from the Learn menu, accessible from the pause menu.

Manual Meter

Manuals—balancing on the board's front or rear wheels only—are one way to keep your perfect line flowing. The manual meter shows where you need to move ❶ to achieve and maintain a proper manual. Toggle it ON/OFF from the Learn screen, accessible from the pause menu.

Sequences and Lines

Any skater can throw down a slick trick if they want, but stringing a sequence of tricks together is what separates ams from pros. String a line of sequences together and your score multiplier lights up.

Keep your landings clean and use manuals if you want to connect one sequence to the next. When all four wheels come down, the sequence is over. When the line ends, you bank the points. Just remember: nobody got famous by repeating themselves. If you keep doing the same tricks in the same sequence, then their point values go down.

Skater knowledge: Port Carverton's skate-friendly citizenry are known for getting stoked for skating, but they aren't chumps. If you act the fool and keep knocking them down, they might chase you and administer a beat-down. Keep at it, and they'll taze you, bro.

Grabs, Grinds, and Gestures

Nothing adds style to your line like the three Gs. Time them wrong and you'll get worked, but throw a grab or grind in there to watch your score go up.

Grabs

Pull either RT or LT while airborne to grab your board, or both for a double-grab; release before you land. Remember that some grabs can be done on the ground.

Grinds

Trick onto any rail, ledge, or hard edge of an object to perform a grind. More distance equals more points, and don't forget you can trick out of your grinds with a Flickit move.

Gestures

Add a little flair to your tricks. Pick out the gestures you want when creating your skater and map them to ○; press in the direction you want to throw some style into your tricks.

Tweaks

Grab enough air and you can pull an extra move before you come down. Tweaks are especially tough to complete without bailing because they take more time to execute, but that's why they score so well. If you're feeling it, move ❶ to perform a tweak in mid-air, and experiment with the controls a bit to see what happens.